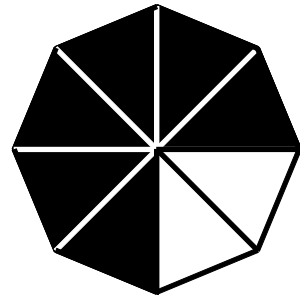


Denominator – In a part-whole fraction, the number of equal parts into which the whole, or one, has been divided.

$$\frac{6}{8}$$

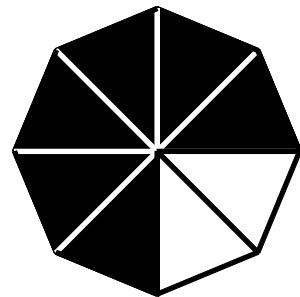
← denominator



Numerator – In a part-whole fraction, the number of equal parts being considered

$$\frac{6}{8}$$

← numerator



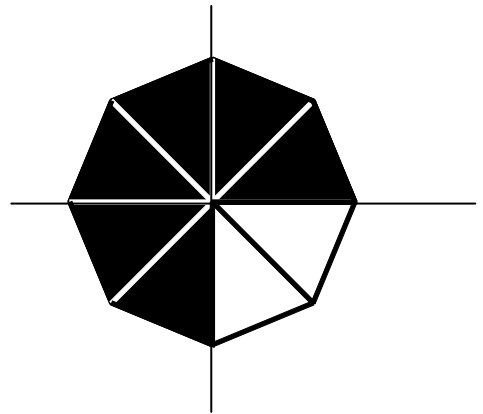
Equal Chance – outcomes of a chance experiment or situation that have the same probability of happening



It's 50-50, heads or tails, every time!

Equivalent Fractions – Fractions with different denominators that name the same number.

$$\frac{6}{8} = \frac{3}{4}$$



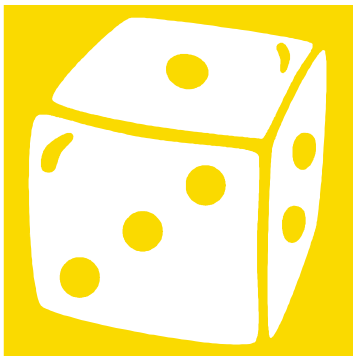
Event — a set of possible outcomes to an experiment



When you flip a coin:

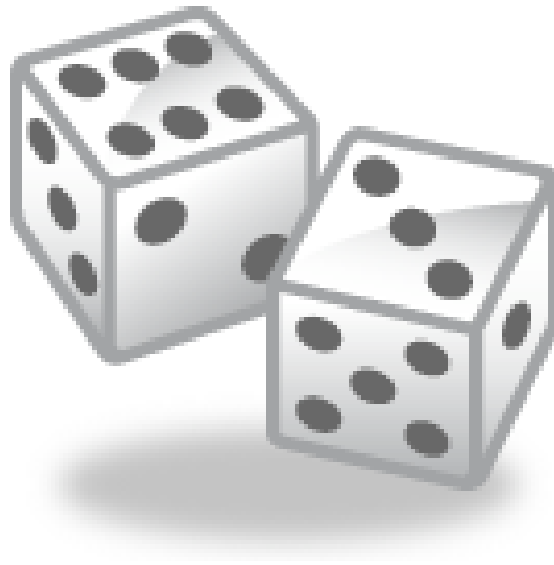
- Getting a head is one event
- Getting a tail is another event

Expected Outcome — the expected outcome over a large number of repetitions of a random experiment



When rolling a 6-sided die, you to get a 1, 2, 3, 4, 5, or 6

Fair Die – each side of a die will land up about equally often



Favorable Outcome – an outcome that satisfies the conditions of an event of interest



If you wanted to roll an even number on a die, a favorable outcome would be:

2
4
6

Mixed Number — a number that is written using both a whole number and a fraction

$$2 \frac{3}{4}$$

$$5 \frac{7}{8}$$

$$6 \frac{1}{2}$$

Outcome — a possible result of a chance experiment or situation



**When you flip a coin,
the two possible
outcomes are:**

- **Heads**
- **Tails**

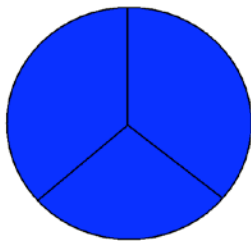
Probability — a number from 0 through 1 giving the likelihood that an event will happen; the closer a probability is to 1, the more likely the event is to happen; the closer a probability is to 0, the less likely the event is to happen



When you toss a coin, the probability of getting a head is 0.5

Whole — an entire object, collection of objects, or quantity being considered in a problem situation; 100%

$$\frac{3}{3} \text{ (one whole)}$$



$$\frac{8}{8} \text{ (one whole)}$$

